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Dish Finder

Description

Sometimes we hate the routine and would like a change, or when we visit another city or country and have no idea about the place, In this app, it introduce different restaurants and cafes based on the user location along with different information about these restaurants.

Intended User

Everyone.

Features

- List of nearby places
- Details about each place

- Reviews of each place
- Favorite
- Share

User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1

Main Fragment that shows the places that are located near the user.
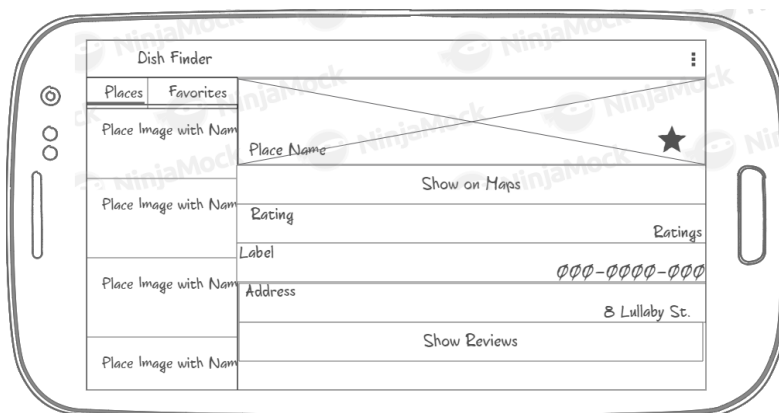
Screen 2

Place Fragment that has description about the place

Screen 3

Reviews Fragment that contains reviews of the selected place

Screen 4

Tablet view.

Key Considerations

How will your app handle data persistence?

DataProvider for the favorites list and sharedpreference for small data cache like the last location taken by GPS and settings

Describe any edge or corner cases in the UX.

None.

Describe any libraries you'll be using and share your reasoning for including them.

Picasso for image processing and caching
Butterknife for linking UI

Describe how you will implement Google Play Services or other external services.

1. Google location to get user's current location
2. Google maps to show a place's location on the map
3. Google places to get places nearby the user's location

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Add google places Api key to the project
- Activate internet
- Activate GPS or send location lat and lng manually to the emulator

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainFragment that shows the list of places
- Build UI for PlaceDetailFragment that shows details about each place
- Build UI for the reviews page
- Build UI for the widget

Task 3: Back-end

Describe the next task. For example, "Implement Google Play Services," or "Handle Error Cases," or "Create Build Variant."

Describe the next task. List the subtasks. For example:
- Setup the back-end and the loaders to receive data from the API
- Setup a location class to get the current location of the user

Task 4: Database

- Setup the database design
- Setup the Tables contracts
- Setup the queries and the content provider API

Task 5: Front-end

- Link the back-end with the UI and the transitions
- Theme and color scheme

Task 6: Tablet & Widget

- Setup the tablet two pane view
- Setup the widget

Task 7: Polishing

- Handle savedInstance states
- Settings
- Testing

Submission Instructions
- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
  - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:
- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"